

SECRET AGENT  
**LINK**



TOP SECRET



## WARNING: PHOTOSensitivity/EPILEPSY/SEIZURES

### READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

#### Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

#### WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

#### HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

#### Secret Agent Clank Tips and Hints

##### Game Hint Guide Information

PlayStation Underground Game Guides For free hints and tips visit us at [www.us.playstation.com](http://www.us.playstation.com).

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

##### Consumer Service/Technical Support Line 1-800-345-7669

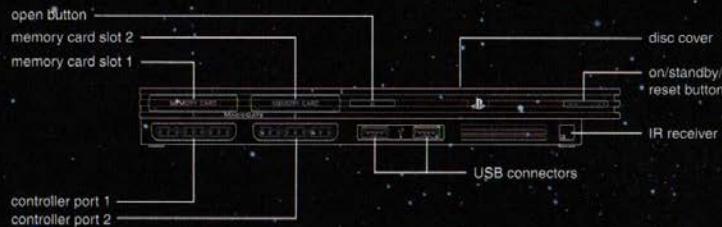
Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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## GETTING STARTED



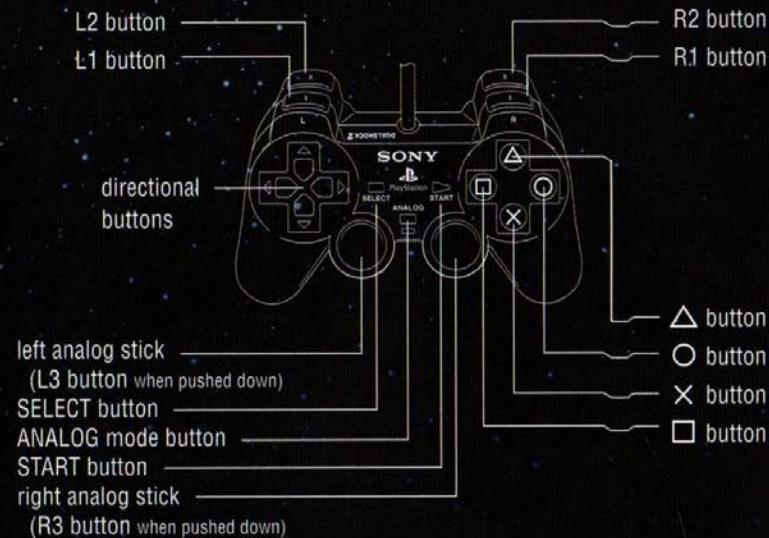
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Secret Agent Clank™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

### Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## WHAT A NIGHTLIFE

After witnessing Ratchet in the middle of a museum burglary, Clank watches in disbelief as his furry companion gets carted off to jail. What's going on with that Lombax? How does a galactic hero become a criminal and end up behind bars? To get to the bottom of this mystery, Clank will need to use every trick and gadget up his sleeve.

Luckily, while not strapped to Ratchet's back helping him save the universe from crazed evil aliens, Clank dons a tux and undertakes top-secret missions around the galaxy. From infiltration to espionage, he has made a name for himself as an elite agent and is feared by the worst crime lords and would-be criminals alike. His prowess as a secret agent serves to keep the galaxy's evildoers in check, and now he must use his skills to unravel the mystery behind Ratchet's incarceration. While the sophisticated robot's agency typically does not involve his furry companion, he can't stand aside as Ratchet heads toward a terrifying fate.



## CONTROLS

### MENU CONTROLS

Select Menu Item  
Toggle Setting  
Confirm / Accept Selection  
Previous Screen

### CLANK CONTROLS

Move (default)  
Strafe  
Turn Camera  
Lock-Strafe  
Jump  
Melee Attack  
Fire Weapon  
Weapon Select  
Previous Weapon  
Pause Game  
First-Person View Mode

### RATCHET CONTROLS

Move (default)  
Strafe  
Turn Camera  
Crouch  
Lock-Strafe  
Jump  
Double Jump  
Melee Attack  
Comet Strike  
Hyper Strike  
Fire Weapon

left analog stick / directional buttons  
X button / directional buttons ← / →  
X button  
O button

left analog stick  
directional buttons ← / → / ↑ / ↓  
right analog stick  
L2 button (hold)  
X button ( L1 button in Lock-Strafe Mode)  
□ button  
O button ( R1 button in Lock-Strafe Mode)  
△ button (hold) + left analog stick /  
directional buttons  
△ button (tap)  
START  
SELECT

left analog stick  
directional buttons ← / → / ↑ / ↓  
right analog stick  
R2 button  
L2 button (hold)  
X button ( L1 button in Lock-Strafe Mode)  
X button, then X button again  
while in the air  
□ button  
□ button (while crouching)  
□ button (while in the air)  
O button ( R1 button in Lock-Strafe Mode)

## CONTROLS (CONT'D)

### RATCHET CONTROLS (CONT.)

Weapon Select

△ button (hold) + left analog stick /  
directional buttons

Previous Weapon

△ button (tap)

Operate Bolt Crank

□ button (while near Bolt Crank)  
+ left analog stick

Pause Game



First-Person View Mode

### GADGETBOT CONTROLS

Move (default)

left analog stick / directional buttons

Turn Camera

right analog stick

✗ button

□ button

○ button (○ button to jump off)

△ button (hold) + left analog stick /  
directional buttons

Pause Game



### QWARK CONTROLS

Move (default)

left analog stick

directional buttons ← / → / ↑ / ↑

right analog stick

✗ button

□ button

○ button (R1 button in Lock-Strafe Mode)

△ button



## MAIN MENU



Use the left analog stick or directional buttons to highlight a selection and press X to confirm your choice.

### LOAD GAME

Continue an in-progress game from where you last left off.

### NEW GAME

Begin a new adventure for *Secret Agent Clank*™.

### OPTIONS

Adjust the game's options. For more information, see Options, pg. 19.



## CHARACTER ABILITIES

As skilled and cunning as he is, Clank will need all the help he can get in order to wrench Ratchet out of his puzzling situation. Throughout your adventure you will be taking control of several different characters, all working toward the goal of discovering the truth behind this perplexing mystery.

### Playing As Clank

To save Ratchet, Clank is going to have to use every gadget, weapon and ability he's learned at his agency. His ability to outsmart opponents will surely come in handy many times throughout his adventure, but his technique will need to be razor sharp in order to survive.

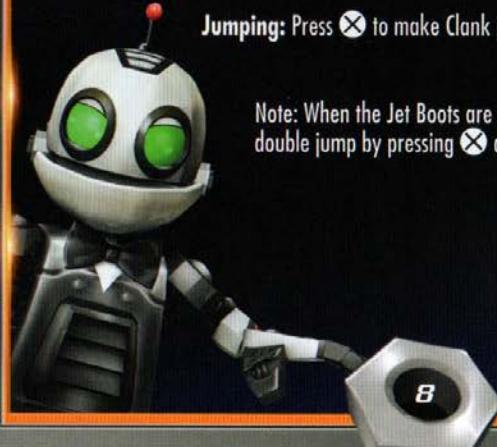
### MANEUVERING



**Movement:** The left analog stick controls Clank's general movement. The directional buttons allow him to strafe left and right, as well as forward and backward. Note: You can assign Lock Strafing to the left analog stick in the Options menu by selecting Camera & Controls then highlighting Strafe Controls and pressing  $\times$ .

**Jumping:** Press  $\times$  to make Clank jump.

Note: When the Jet Boots are obtained, Clank can perform a double jump by pressing  $\times$  again while in the air.



**Ledge Grabbing:** You can hang on certain ledges simply by landing near them. Move left and right along them using the left analog stick and pull up by pressing  $\times$ .

### USING WEAPONS AND GADGETS



**Clank Fu Action:** Press  $\square$  to attack enemies. Pressing  $\square$  three times in a row results in a quick, triple-hit "Clank Fu" combination. Additionally, once he acquires his Jet Boots, Clank is able to execute an aerial assault by pressing  $\square$  after jumping. As he purchases extra moves from Vendors, Clank will be able to add a fourth hit to his combo, as well as finish the attack with a quick blast from his Jet Boots by pressing  $\times$  at the end of his combo.



**The Quick Select Menu:** Press and hold  $\triangle$  to open the Weapon Quick Select Menu. Use the left analog stick to select the weapon or gadget you want to equip and release  $\triangle$  to equip it.



## USING WEAPONS AND GADGETS (CONT'D)



**Weapons:** Press **○** to fire Clank's equipped weapon. Most of his weapons employ an auto-targeting system. Once you get within range of an enemy, a red targeting icon will appear, letting you know you have acquired that target. You can use this feature in conjunction with the strafe controls to target and eliminate opponents while avoiding their return fire.



**Stealth Takedown:** As a secret agent, Clank should avoid exposing himself unless absolutely necessary. Discretely dispatch patrolling enemies by moving Clank behind the enemy and pressing **□** before they have a chance to notice him. Several randomly generated onscreen button commands will appear, and if input correctly before the bar timer runs out, the enemy will be defeated and Clank will remain unnoticed.

**Stealth Essentials:** The key to surviving high-danger situations is to avoid them all together. As a secret agent, Clank excels in covert ops. You will be rewarded with stealth bonuses from your stealth multiplier whenever you perform stealthy maneuvers, such as avoiding or disarming traps, executing stealth takedowns, and maintaining a low profile in dangerous situations. If you don't act stealthy or are detected by an enemy your stealth multiplier is reset.

**Rhythmic Robot:** Occasionally, Clank will encounter a scenario that requires the utmost finesse and precision to overcome. During sequences such as these, Clank will move automatically as you input button commands streaming along the bottom of the screen in time with the music. Press the buttons with careful timing as they cross over the vertical line on the bottom right-hand corner of the screen, and Clank will progress further through the scenario. However, if you miss several inputs, he will receive damage. If his life is depleted, you will need to restart the scenario. Buttons followed by white lines must be held and then released when indicated.



**Rhythmic Robot Combos:** Rhythm sections lend a great opportunity to boost Nanotech experience. By successfully completing four button commands in a row, you increase your combo meter, which in turn increases the Nanotech Clank receives for completing the objective. The bigger the combo, the bigger the reward. However, an incorrect button press will reset the multiplier.

## Playing as Ratchet

Without a single memory or notion of his recent actions, Ratchet awakens to find himself locked up in prison. Unfortunately for him, many of his cellmates are there with him because he helped put them there. In order to survive their constant attacks, Ratchet will need to use every bit of wit and skill available to him.

### MANEUVERING



**Movement:** Like Clank, the left analog stick controls Ratchet's general movement, while the directional buttons allow him to strafe left, right, forward and backward.

**Jumping:** Press **X** to make Ratchet jump. Press **X** twice to double jump.

### USING WEAPONS AND GADGETS



**Omnitwrench:** Press **□** to attack enemies. Pressing **□** three times in a row results in a quick, triple-hit combination attack. Pressing **X** then **□** causes Ratchet to execute a powerful Hyper Strike. Crouching (press and hold **R2**) and pressing **□** results in a Comet Strike — Ratchet will throw his wrench at enemies or objects. He can also use his Omnitwrench to operate Bolt Cranks, which often activate special machinery. To do so, move close to a Bolt Crank and press **□** to attach the wrench to it, then use the left analog stick to rotate around the Bolt Crank until it has been lowered into the ground.



**The Quick Select Menu:** Press and hold **△** to open the Weapon Quick Select Menu. Use the left analog stick to select the weapon or gadget you want to equip and release **△** to equip it.



**Weapons:** Press **○** to fire Ratchet's equipped weapon. Like Clank, many of Ratchet's weapons employ an auto-targeting system. Once you get within range of an enemy, a red targeting icon will appear, letting you know you have a target acquired. You can use this feature in conjunction with the strafe controls to target and eliminate opponents while avoiding their return fire.



## Playing as the Gadgebots

### MANEUVERING

With Ratchet locked up, there's nobody to watch Clank's back. That's where the Gadgebots come in. From time to time, these small robot creatures will show up to help the secret agent out of a jam, performing incredible feats of skill with ease.



**Movement:** The left analog stick moves the currently selected Gadgebot.

**Note:** The head lights on the currently selected Gadgebot will glow white, while the head lights of the Gadgebots not currently in control will shine various other colors depending on their current action.

**Switching Gadgebots:** Press  $\otimes$  to change the Gadgebot you are controlling. Use this command when specific orders need to be carefully allocated, or when Gadgebots need to be controlled in two distant locations.



**Commanding Gadgebots:** These tiny robots operate on the same frequency and can attack enemies and traverse the environment in unison. The leading Gadgebot commands the others by using the Gadgebot Command Menu. To access the menu while playing, hold down  $\triangle$  and then select from one of four commands—WAIT, FOLLOW, ATTACK, and REPAIR—using the analog stick or directional buttons. Only Gadgebots within the colored aura will receive and follow the command.

**Wait:** Allied Gadgebots will stand at the ready wherever the order is given.

**Follow:** Allied Gadgebots will follow you.

**Attack:** Allied Gadgebots will attack nearby enemies.

**Repair:** The Gadgebots will repair damaged allies back to full health.



**Gadgebot Ladder:** Some platforms are too high up for a single Gadgebot to reach. When this occasion arises, press  $\circ$  to hop up onto the head of nearby Gadgebots. To hop off, press  $\circ$  again. Additionally, you can bite objects while you are in the ladder.



**Attacking:** Press  $\square$  to bite and attack your opponents. When attacking, a red attack aura will automatically be sent out so that nearby Gadgebots join in and help out with combat. Note: If a Gadgebot loses all of its health, it will lose consciousness. The REPAIR command can be used to revive a fallen ally, as well as refill the life bars of any injured Gadgebots nearby.

## Playing as Qwark

Qwark has arrived on the scene! And for the betterment of the galaxy, the legendary superhero has selflessly taken up the task of dictating his "autobiography." While the details may be a bit skewed, or, more accurately, completely made up, he will still need to describe his stories in detail so that his robotic companion can write down all the information, regardless of how tall his tales may be.



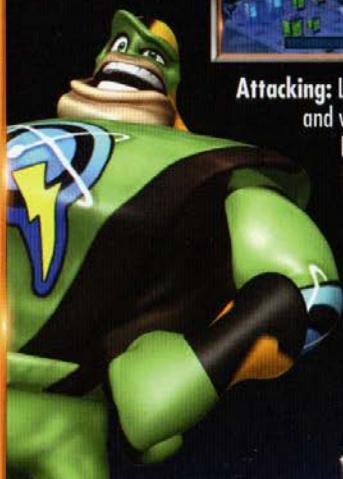
**Movement:** The left analog stick controls Qwark's general movement. The directional buttons allow him to strafe left and right, as well as forward and backward.

**Jump:** Press **X** to make Qwark jump.



**Attacking:** Like any good hero, Qwark has a variety of techniques and weapons which he can use to decimate his foes.

Press **□** to punch enemies. Pressing **□** three times in a row results in a devastating, triple-hit punch combination. Press **○** to pull out his blaster and fire at foes from a ranged position. In addition to these attacks, Qwark also possesses a number of specialized weapons that he will bring out as needed. The specific controls depend on the weapon.



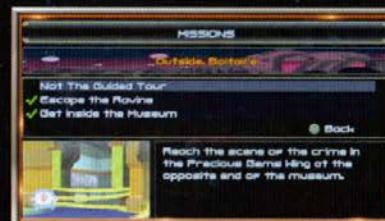
## THE PAUSE MENU

Pressing **START** during the game will pause the action and open the Pause Menu. Use the left analog stick or directional button to cycle through your choices and press **□** to confirm your selection. Pressing **○** or **START** will return you to the game.



## MAPS / MISSIONS

**Map:** On the Map Screen, you will be able to perform a variety of functions. Press the left analog stick in any direction to scan all areas of the Map. Press **□** or **○** to zoom the map in and out. The arrow on the Map represents your current location and the direction you are facing. Sections in gray indicate areas you have yet to explore, while sections filled in yellow indicate areas you have already been to. Pressing **X** will access the Missions Screen.



**Missions Screen:** The Missions Screen is where you can go to get your Mission objectives for each destination. Some missions will only appear after certain conditions have been met. You can return to any stage you want, even when all of the Mission objectives have been accomplished.



## INVENTORY

The best place to manage your weapons is the Inventory Menu. Current weapons and their upgrade level, ammo supply and description can be found here. Weapons upgrade automatically with continual use. The upgrade bar underneath each one shows its current level. When the bar is completely filled, it will instantly be upgraded into its next, more powerful form. You can also use the Inventory Menu to choose and equip a Weapon. Use the left analog stick or directional buttons to cycle through them and press **X** to confirm your selection. To learn more about a selected weapon, press **□**. Press **○** to access and customize your Quick Select bar. Use **L1** and **R1** to select a box in the Quick Select menu and then use the left analog stick / directional buttons to select an item and press **X** to place it in the selected box.

The Inventory Menu is also where you will see the current Gadgets available. You can use the Inventory Menu to choose and equip a Gadget. Use the left analog stick or directional buttons to cycle through them and press **X** to confirm your selection. To learn more about a selected Gadget, press **□**.

**Note:** Some objects in the Inventory Menu are Items, and are not equippable, although they may automatically be used at specific points throughout the adventure.



## WRENCH MOD (RATCHET ONLY)

The Wrench Mod screen is where Ratchet alters his Omniwrench, equipping it with the upgrades needed to survive his incarceration. To reach the Wrench Mod screen, open Ratchet's Inventory Menu and press either **L1** or **R1**. Next, select your upgrade by moving the cursor over the mod of your choice and pressing **X**. As Ratchet completes different arena challenges, he is sometimes rewarded with new Wrench Mods.

## RESTART CHALLENGE

Restart the current mission from the beginning. Not all segments allow a restart.

## HELP

Confused? Lost? Can't tell the difference between a Comet Strike and a Hyper Strike? Head over to the Help Menu, brought to you by the Helpdesk, where you will find all of the pertinent information to keep you informed and on the right track.

**Help Message Log:** This menu lists all of the previously displayed Help messages for quick reference.

**Controls Help:** Displays the PS2® system's control setup.

**Moves Help:** Access this menu for detailed descriptions of various moves.

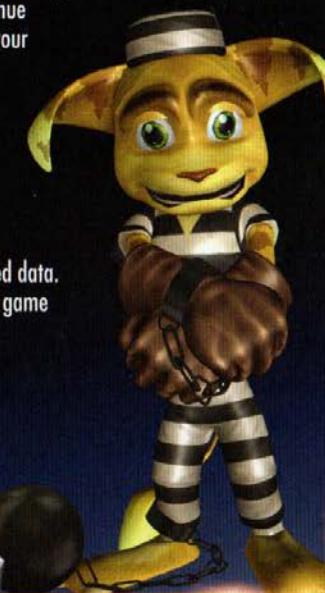
## OPTIONS

The Options Menu allows you to manage various game elements. Here you can edit a variety of options, including manually saving and loading your game, accessing your Camera & Controls and Audio / Visual Settings, and quitting your current game and returning to the Title Screen.

**Save:** This option preserves your current progress, allowing you to return to the beginning of the level with all of your newly acquired bolts and weapons intact. Continue Points are located throughout the stage and serve as checkpoints, saving your game automatically. They will allow you to continue your progress from that point if you die. If you load your game, however, you will start from the beginning of the stage.

**Note:** You can save to multiple save slots at the Save Menu. Use directional buttons **↑** and **↓** to select an open save slot.

**Load:** Choose this option to load your previously saved data. Use directional buttons **↑** and **↓** to select a saved game file from the Load Menu.



**Camera & Controls:** Use this menu to adjust various camera and control options.

**Camera Behavior:** Choose Lock-Strafe or 3rd Person.

**Fly Controls Up/Down:** Adjust the Y-axis of flight control movement between normal and inverted.

**1st Person Up/Down Move:** Adjust the X-axis of 1st person movement between normal and inverted.

**3rd Person Left/Right Move:** Adjust the Y-axis of 3rd person movement between normal and inverted.

**3rd Person Up/Down Move:** Adjust the Y-axis of 3rd person movement between normal and inverted.

**Vibration:** On/Off.

**Audio / Visual Settings:** Use this menu to change your audio and visual settings.

**Subtitles:** Adjust character subtitles between ON / OFF.

**Music Volume:** Adjust the sound level of the Music.

**Effects Volume:** Adjust the sound level of the Effects.

**16:9 (Widescreen):** On/Off.

**Helpdesk Voice:** Select On to add voice to Helpdesk Text.

**Quit:** Push  and then  to quit the current game and return to the Title Screen.

**Note:** Make sure you manually save your game before quitting, as any progress not saved before quitting will be permanently lost.



## CASE FILES

**Case Files:** View the files in Clank's case book for instant access to the case files of each playable character you've encountered so far. Select a character on the right side menu to open their file and find out what current missions are available as well as what ones you've already completed. In addition to each missions, if there were any hidden Titanium Bolts within the level there will be a counter telling you how many you've collected and the maximum available for that mission.



**Special Missions:** Requiring an immense amount of skill and finesse, Special Missions require a section all their own. These tests of ability range from dodging high-security laser systems, snowboarding through the deadly ski slopes of Glacelia, and even dancing in a deathmatch. These missions can be found in Case Files under the character mission profiles and accessed at any time as you encounter more of them.

## SPECIAL

This menu contains unlockable Cheats and other secret goodies, including Skins that can be purchased with Titanium Bolts, Skill Points that can be earned and previously viewed Cinematics.

**Cheats:** Cheats are unlocked by spending Skill Points. The more Skill Points you find and earn, the more Cheats become available. When you achieve the required number of Skill Points to unlock a Cheat, highlight it with the directional buttons and press  to toggle it ON/OFF.

**Skins:** Skins are new outfits and costumes for your characters to wear that must be purchased with Titanium Bolts. When you have the required amount of Titanium Bolts to purchase a Skin, highlight the Skin with the directional buttons and press  to equip it.

**Skill Points:** Skill Points are earned by completing cryptic scenarios or objectives. Some are easy, some are clever, and some involve the most insane tests of skill that you are likely to encounter in this or any galaxy! Earn enough Skill Points and you will be able to unlock some very cool stuff in the Cheats Menu.

**Cinematics:** Access this menu to watch all of the cut scenes you've viewed during your adventure.

## QUIT CHALLENGE

Exit out of the current mission.

Note: not all missions and challenges allow you to exit using Quit Challenge.

## KNOW YOUR ARSENAL

Clank & Ratchet are no strangers to weapons and gadgets. Below is a sampling of some of the items they'll come across in their new adventure.

### Clank's Weapons and Gadgets



#### TIE-A-RANG

Besides making Clank look like a dashing secret agent, this suave accessory doubles as a deadly bowmerang. More than just a weapon, the Tie-A-Rang can also sever strong wire. Keep an eye out for the Gadget icon in areas where he can use this to his advantage.



#### CUFF-LINK BOMBS

The elegant folds in Clank's sleeves hide a deadly bomb launcher. The gem shaped bombs are made of an explosive piezoelectric element Volitanium that can be used as regular bombs or proximity mines. Hold the **O** button to toss the Cuff-Link Bomb as a proximity mine.

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#### BLACKOUT PEN

This pen dispenses a special ink made of dark matter, perfect for calligraphys and disabling security lasers and pesky security camera drones alike. Simply fire the pen at any daunting security beams or cameras to prevent them from working. Look for Blackout Capsule crates to replenish the pen's ammo.



#### TANGLEVINE CARNATION

To the untrained eye, what appears as a lapel decoration hides one of the most vicious flowers from the galaxy of Sunitrope 7. This ravenous blossom has an unquenchable hunger for robots and aliens alike. When you encounter a Gadget icon for the Tanglevine Carnation it can be used to entangle and disable dangerous obstacles.



#### JET BOOTS

These Cougar Jet Signature Series shoes have been banned from all the Roboball tournaments from 0x4d47 and on because the powerful rockets were augmenting robo-athlete's performance unfairly. Equipping them allows Clank to jump two times before landing.

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### HOLO-MONOCLE

Aside from being classy, this handy gadget allows Clank to snap pictures of other robots, creating a holoprojection around his body of that robot as an effective disguise. When equipped, press **SELECT** to look through and focus the lens on the front of a nearby robot. Zoom in and out with **L1** and **R1** to center on the face of the subject, and press **○** to take the picture. Keep in mind that your new disguise will fool anybody but the subject of the picture.



### HYPNO-WATCH

Not only will this gadget ensure that Clank is never late again, but it also serves as a great distraction for greedy henchmen. The projected decoy emits a small radius around it that places any enemies within it into a daze, keeping them from noticing you as you slip away.



### LACERATOR

The Lacerator is an easy-to-use, durable, basic blaster pistol that also packs a punch. Firing super-heated plasma slugs that strike enemies like a laser, the Lacerator is great for mowing down foes one-by-one.



### BEE MINE GLOVE

Nothing can ruin an opponent's day like a swarm of explosive, robotic bees, and the Bee Mine delivers just that! This weapon launches a deadly beehive that remains on the ground for a short period of time, releasing destructive bees that zip around, attacking nearby enemies.



### SHARD GUN

An extraordinary piece of equipment, the Shard Gun fires a large blast of ice particles, not only damaging enemies caught in its explosion but also slowing their movement and reaction speed.



### WALLOPER

The Walloper fits like a glove and hits like a truck. While running into melee range may sound dangerous, you won't regret it after smashing enemies through the air with the sheer power of the weapon.



### MINE LAUNCHER

Got a group of vengeful criminals on your tail? The Mine Launcher allows Ratchet to fire out an explosive mine that steers itself toward any nearby enemies, blowing up on impact and blasting away any foolish goons nearby.

## WEAPON MODS

These weapons and gadgets are only a sampling of what Clank and Ratchet can use. They can build and alter many of the items in their arsenal by having Clank purchase Weapon Mods from Vendors. These modifications add special abilities to your gear and every mod is different! After purchasing a Weapon Mod, the modification is automatically added to the corresponding weapon.

## SECRET AGENT ESSENTIALS



### NANOTECH

Nanotech heals injuries instantly from the inside out using Nanobots. Recent developments in Nanotechnology allow you to absorb Nanomites by defeating enemies and completing objectives, which will continually increase the maximum amount of Nanotech you can carry.



### STEALTH BONUS

Secret agents are known as such because they are just that...secretive. Infiltration and espionage can only be successful when a low profile is kept. In order to encourage you to remain hidden and stealthy, you will receive stealth bonuses for actions such as stealth takedowns, avoiding patrols and avoiding security traps.



## VENDORS

Hidden beneath specially designed telephone booths with stylish drop-away floors, Vendors are virtual one-stop shopping centers set up throughout the galaxy. Shop for the latest high-tech weapons and ammunition using the Bolts you collect. To activate a Vendor, just walk up to it and press **A**. Use the left analog stick or directional buttons

**←** or **→** to cycle through the available wares. To purchase a weapon or ammo highlight the corresponding icon and press **X** to confirm the purchase. The number of Bolts you currently have, as well as the cost of the item, is displayed on the right side of the screen.

Not only weapons for Clank are available for purchase. Ratchet weapons can be bought from Vendors, too. To know which weapon is for which character, look to the bottom of the weapon image. There is will say if it is Ratchet Merchandise or Clank Merchandise. Also Clank weapons have a blue background while Ratchet weapons have a red one.



## BOLTS

The currency of the universe, Bolts are what you need to purchase all those great Weapons, Mods, and Ammo to keep you one step ahead of your foes. You'll find that crates are full of them, and enemies always carry a few on them too.



## BOLT CRATES

It's time to fatten up your wallet! Breaking these Crates apart yields an explosion of Bolts for the taking.



## TITANIUM BOLTS

Titanium Bolts are the rarest form of currency in the galaxy and very hard to find, but worth every bit of effort required to uncover them. Use these precious commodities to purchase Skins in the Cheats Menu.



## AMMO

Most weapons require ammunition but have a limited ammo-carrying capacity. Ammo can be purchased from Vendors found throughout the galaxy or inside specially marked crates.



## AMMO CRATES

Bust open these Crates to replenish your ammo stores. While there's no telling which kind of ammo is stored inside, chances are it will be something you need. If you've already maxed out the ammo level for a weapon, you won't be able to pick up any of the contents.



## BLACKOUT CAPSULE CRATES

Break apart these crates to refill the Blackout Pen.



## RACING AND BOATING

Being a secret agent means that sometimes Clank needs a quick getaway. At these times Clank will either employ the use of his high-speed Snowboard or take to the driver's seat of a high-speed boat. In any getaway, Clank will need to race as fast as he can while avoiding enemies and hazardous obstacles.

### Snowboarding Controls

- Steer
- Jump
- Slow Down
- Brief Stop
- Toss Land Mine
- Shoulder Check

**L1** button (left) / **R1** button (right)

- left analog stick or directional buttons **←** or **→**
- X** button
- ↓** button
- button
- button

### Boating Controls

- Steer
- Brake
- Jump
- Bombs
- Missiles
- Right Bumper
- Left Bumper
- Hydroplane

**L1** button  
**L1** button  
**L1 + R1** buttons (hold)

- left analog stick or directional buttons **←** or **→**
- button
- X** button
- button
- △** button
- R1** button
- L1** button

### Racing Controls

- Steer
- Jump
- Slow Down
- Toss Land Mine
- Fire Missiles
- Shoulder Check
- Two Wheels

**L1** button (left) / **R1** button (right)  
**L1 + □** buttons (left) /  
**R1 + □** button (right)

- left analog stick or directional buttons **←** or **→**
- X** button
- button
- button
- △** button
- L1** button (left) / **R1** button (right)
- L1 + □** buttons (left) /  
**R1 + □** button (right)

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